http://www.replacementdocs.com

SHADOW OF THE COLOSSUS

WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may trigger epileptic seizures in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SHADOW OF THE COLOSSUS Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides
For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

SETTING UP 4

INTRODUCTION 5

CONTROLS 6
- Display 7
- Walking 8
- Running 9
- Crouching & Evading 10
- Jumping 11
- Swimming 12
- Climbing 13
- Whistling 14
- Mounting & Dismounting 15
- Riding 16
- Stance 17
- Equip & Overview 18
- Using the Sword 19
- Stabbing & Strength Meter 20
- Shooting a Bow & Arrow 21

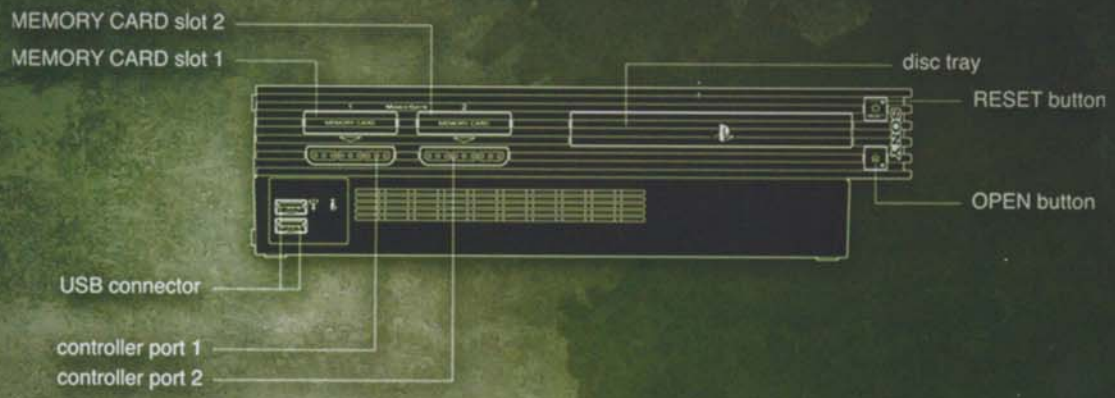
Map 22

Options 23

Credits 24

Warranty and Information 31

SETTING UP



Setting Up Your PlayStation 2 Computer Entertainment System

Set up your PlayStation 2 Computer Entertainment System according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the 3 button. When the 3 indicator turns green, press the 4 button and the disc tray will open. Place the Shadow Of The Colossus disc on the disc tray with the label side facing up. Press the 4 button again and the disc tray will close. Attach a DUALSHOCK® 2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation 2)

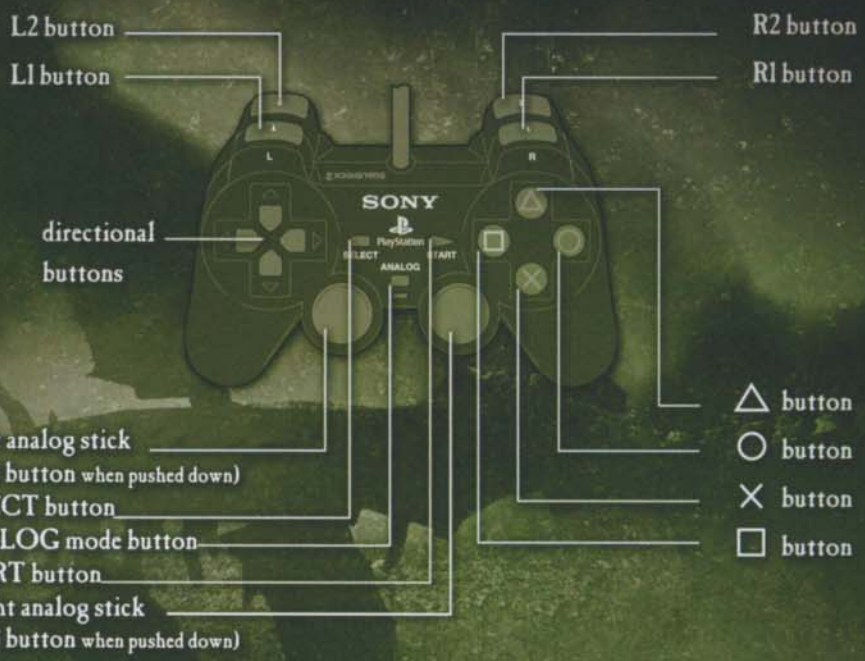
To save game settings and progress, insert a memory card into MEMORY CARD slot 1 or 2 of your PlayStation 2 console. You can load saved game data from the same card or any memory card containing previously saved games.

INTRODUCTION

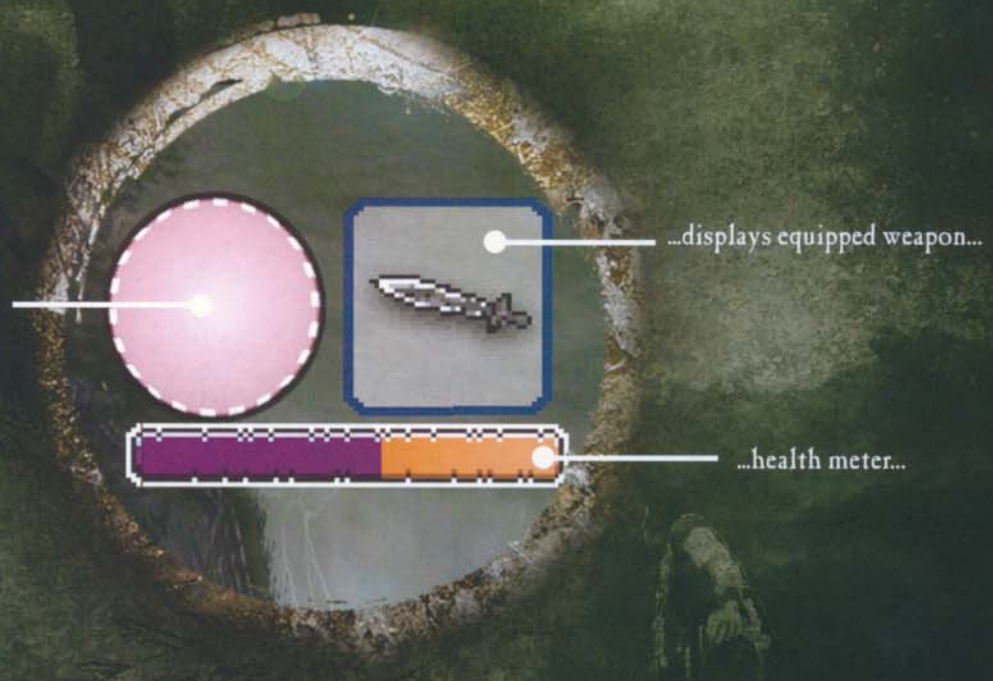
...in an undisturbed land, protected by a bridge of unimaginable design and a temple of untold fear, a legendary myth of colossal beings exists. Miles of peaceful land plays host to these creatures resembling mountains, both in size and intimidation. As these Colossi roam the unbound land freely and peacefully, it is said that within each Colossus holds a secret to an unimaginable power of bringing the dead back to life...

CONTROLS

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



DISPLAY



WALKING

...the Left Analog Stick affects movement...

RUNNING

CROUCHING AND EVADING

...crouch by holding the R1 button and controlling the Left Analog Stick...

...while crouching, perform a forward roll by pressing the ⊗ button...

...while crouching you regain health faster...

JUMPING

...press the ⊗ button to jump...

...the longer you press the ⊗ button the higher or farther you can jump...

SWIMMING

...the Left Analog Stick controls swimming direction...

...your breath meter indicates how long you can stay underwater...

...swim faster underwater by holding the R1 button...

CLIMBING

...to hold, jump or fall near a climbing surface and press the R1 button...
...the Left Analog Stick controls climbing direction...

...when climbing, press △ to jump or pull yourself up...

...jump in different directions by pressing the △ button and using the Left Analong Stick...

WHISTLING

...call Agro with the ⊗ button...

MOUNTING & DISMOUNTING

...mount and dismount Agro with the △ button...

...to mount faster, jump toward Agro and press the R1 button...

RIDING

...when on Agro, the Left Analog Stick steers the horse...

...spur the horse forward by pressing the ⊗ button...

...pull the reigns to slow down by pressing down on the Left Analog Stick...

STANCE

...when riding horseback, you can duck by holding the R1 button...

...stand by holding the R1 button and up on the Left Analog Stick...

...press ⬅ or ➡ on the directional buttons to equip your weapons...

USING THE SWORD

...while holding the sword, press the ◉ button to gather the light. Use the Left Analog Stick to aim and focus the guiding light...

...once focused, follow the path of the guiding light ...

...with sword equipped, use the ◉ button to attack...

STABBING & STRENGTH METER

...while climbing or sneaking on a colossus, use the ◉ button to prepare to stab...

...once the Strength Meter is full, press the ◉ button again to stab at full strength...

SHOOTING A BOW & ARROW

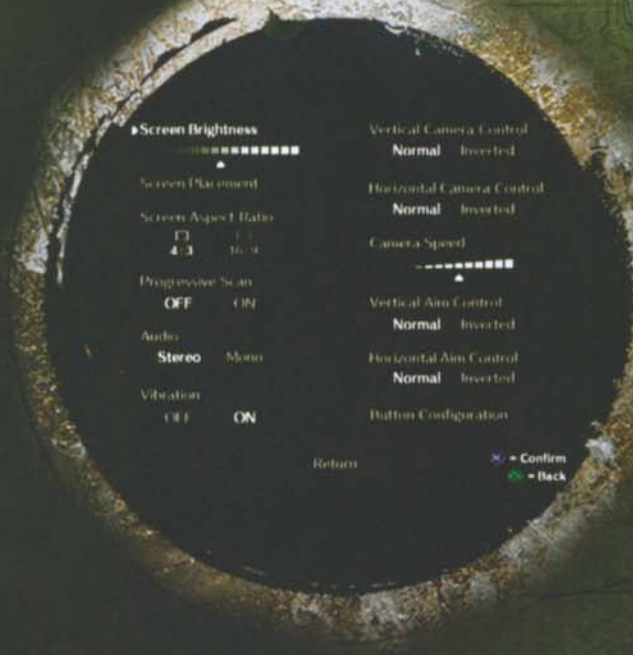
...hold the ◉ button to draw your bow...
...aim with the Left Analog Stick...

...with bow drawn, release the ◉ button to fire an arrow...

...the longer you draw the bow and release, the stronger your shot as measured by the Strength Meter...

...the map shows your journeys past and present, press the START button to view...

OPTIONS



...change your journey settings by accessing the Options Menu from the Map View...

CREDITS

Game Design
Fumito Ueda

Planning & Game Script
Junichi Hosono, Masashi Kudo, Takashi Izutani

Planning & Camera Setting
Takeshi Asano

Planning & Sound Setting
Makoto Yamaguchi

Character Design
Shunpei Suzuki, Hitoshi Niwa

Character Animation
Atsuko Fukuyama, Masanobu Tanaka, Daisuke Uchikawa, Sousuke Honda, Tatsuhiko Tachibe (EEN Inc.), Rory Little

Effects Design
Hironobu Nakano, Yuta Kimura

Field Design
Koji Hasegawa, Masanori Kajita, Kazuhiro Numata, Takeshi Okazawa, Kayoko Sato, Kibi Wakisaka, Atsuhiko Terada, Takeshi Ochiai, Nanako Omura, Mitsuhiro Shimooki, Katsuhiko Abe

Field Collision
Jun Tsubuku, Takashi Kawashima, Nao Yamasaki

System Programming
Jinji Horagai

Collision System Programming
Motion System Programming
Hajime Sugiyama

Post Effects Programming
GUI Programming
Takuya Seki

Colossus & Horse AI System
Script System Programming
Takeshi Nakagawa

Particle Tool Programming
Camera Tool Programming
Teppei Ikeda

Animal System Programming
Kazutomo Sasaki

Tools Programming
Toshihiro Ito

Music Composed and Arranged by
Kow Otani

Recording Producer
Yuji Saito (IMAGINE, Inc)

Recording Coordination
Masaru (IMAGINE, Inc)

Recorded and Mixed by
Toshiyuki Yoshida (IMAGINE, Inc)

Music Supervisor
Tomonobu Kikuchi (Blue One Music Inc.)

Recorded at
Victor Studio

Mixed at
Appo Sound Project

Musician Coordinator
Toshiaki Ota

Piano/Irish Bouzouki/Synthesizer programming
Kow Otani
Percussion
Midori Takeda, Tomoko Kusakari
Trumpet
Masao Terashima, Tatsuya Shimogami
Trombone
Osamu Matsumoto, Junko Yamashiro, Makio Okawa
Horn
Otohiko Fujita GROUP
Flute
Takashi Asahi, Nami Kaneko
Clarinet
Tadashi Hoshino
Oboe
Masakazu Ishibashi
Fagotto
Jousuke Ohata
Chorus
Gey's AX
Strings
Masatsugu Shinozaki GROUP

Sound Design
Keiichi Kitahara, Kouji Niikura
Noburo Masuda, Tsutomu Fuzawa, Tsubasa Ito

Sound Manager
Shinpei Yamaguchi

Voice Actor & Actress
Kenji Nojima (Wander)
Kazuhiro Nakata (Dormin)
Kyoko Hikami (Dormin)
Naoki Bando (Emon)
Hitomi Nabatame (Mono)

Voice Recording Director
Takatoshi Yoda
(TOHOKUSHINSHA FILM CORPORATION)

Voice Recording Coordinator
Junichi Umehara
(TOHOKUSHINSHA FILM CORPORATION)
Masaya Hojo
(TOHOKUSHINSHA FILM CORPORATION)

Voice Recording Engineer
Masatsuna Chubachi

SubTitles
Hideo Sato

QA Staff
Syumei Aoyama, Shinobu Kobayashi, Daisuke Masugata, Masaya Nomoto, Yuji Tazawa, Osamu Fukuya, Tsukasa Mizuno (DIGITAL Hearts), Yosuke Shingai (DIGITAL Hearts), Katsuji Nagao (DIGITAL Hearts), Yujin Madokoro (DIGITAL Hearts), Kaoru Kigawa (DIGITAL Hearts), Hikari Ohgai (DIGITAL Hearts), Tsuyoshi Tanifuji (DIGITAL Hearts), Mamoru Sakurai (DIGITAL Hearts), Takeshi Nakashiraho (DIGITAL Hearts), Kazunori Hitomi (DIGITAL Hearts)

QA Manager
Masayuki Mizuno, Kyoko Suzuki

Focus Testing Manager
Hiroaki Sato, Naoko Isono

Promotion Planning
Yukiko Hayashi, Taku Nishijima, Hitoshi Makihara, Satoshi Tamaki

Sales Planning
Takahiro Kaneko, Hajime Hirano, Tetsuro Sakurai, Tetsuro Asakawa

Software Manual& Package Design Coordinate
Hironori Komiya, Atsuyuki Sakimae, Takuya Izumi, Yasuko Nii, Kazuaki Kawakami(SMC)

Software Manual Design
Shigeo Suzuki

Software Manual Writing
Kenichiro Yasuhara(TOYOTAMA-YA)

Game Photographer
Hitoshi Niwa

Overseas Coordinators
Masaaki Doi, Mika Sugiyama

Special Thanks
Shoko Mitsuoka, Hiromasa Ohkubo, Ryuta Watanabe, Youhei Yanase, Tetsuya Kimura, Tomohito Hashiguchi, Shuhei Yoshida, Bill Ritch, Katsuhiko Kanazawa, Shotaro Omori, Chika Fukui, Takeshi Ambe, Takehiko Sakairi, Takashi Sato, Niko Kitahara, Masami Tanzi

IMAGINE, Inc
TOHOKUSHINSHA FILM CORPORATION
Blue One Music Inc.
EEN Inc.
CREATIVE LAB. Tokyo University of Technology
Premium Agency Inc.
Fontworks Japan, Inc.

Director
Fumito Ueda

Line Producer & Project Manager
Kenji Kaido

Executive Producer
Yasuhide Kobayashi

Supervisor
Akira Sato, Fumiya Takeno, Masatsuka Saeki, Tomikazu Kirita

© 2005 Sony Computer Entertainment Inc.
All Rights Reserved.

CREDITS

SCEA Santa Monica Studios

Producer
Kyle Shubel

Associate Producer
Nao Higo

Director, Product Development
Allan Becker

Vice President, Product Development
Shuhei Yoshida

Executive Vice President
Jack Tretton

Senior Producer
Barbara House

Director, External Production
John Hight

Technical Director
Jon Steele

SCEA Product Development, First Party Quality Assurance (FPQA)

Director
Michael Blackledge

Test Operations Senior Manager
Ritchard Markelz

Game Test Manager
Michael Graham

Game Test Engineer
Kelly Bollinger

Quality Assurance Analyst
Rodger Aladray

Lab Technician
Vince Loughney

Contingent Game Test Analysts
Dennis Miller, Robby Cheverton, Les Relova, Avery Anderson, Dan Lombana, Paul Flannigan, Marc Fellows, John Walker, Edverlyn Bonilla, Marcio Ribeiro de Morais, Brian Powell, Jacob Rexius, Kumi Yuasa.

Project Management Supervisor
Eric Ippolito

Project Coordinator
Randall Lowe

QA Support Manager
Ken Kribs

Applications Manager
Kevin Simmons

Applications Admin
Christian Davis

Legal and Business Affairs
Christine Denezza, Lisa Lunger, Ninalei Morrison

SCEA Marketing

Director, Product and Online Marketing
Susan Nourai

Senior Manager, Product Marketing
Jeff Reese

Product Manager
Mark Valledor

Product Marketing Specialist
Ken Chan

Senior Director, Promotions and Sports Product Marketing
Sharon Shapiro

Senior Director, Communications and Brand Development
Molly Smith

Senior Manager, Public Relations
Ron Eagle

Public Relations Manager
Ryan Bowling

Director of Loyalty and Channel Marketing
Steve Williams

Director of Creative Services
Ed DeMasi

Creative Services Manager
Quinn Pham

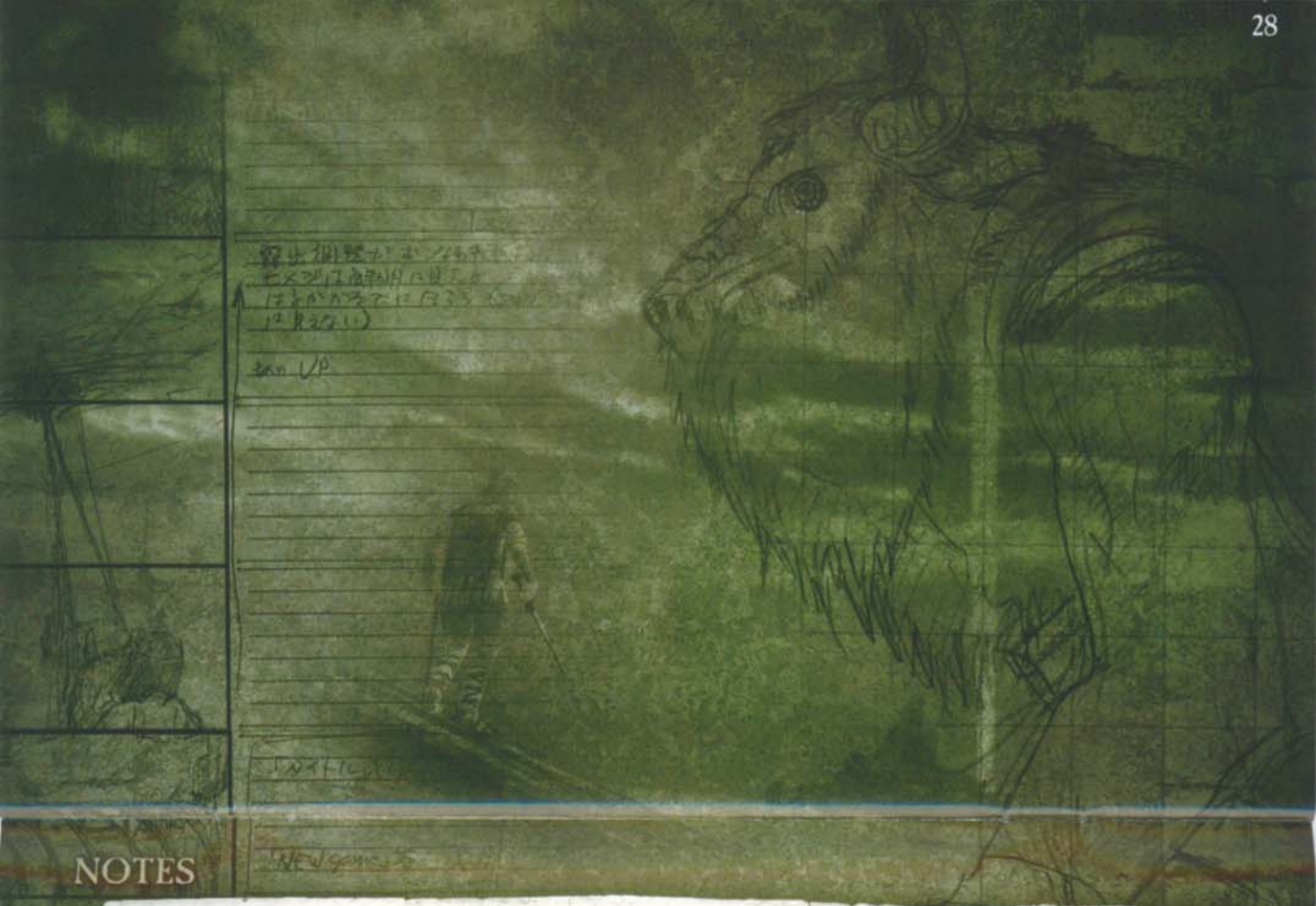
Creative Services Specialist
Steve Ervin

Point of Purchase
Josh Bingham, Miguel Godinez

Packaging and Manual Design
Art Machine

Special Thanks

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of SHADOW OF THE COLOSSUS with special recognition to the Executive Management team including: Kaz Hirai, Andrew House, Jack Tretton, Jim Bass, Glenn Nash, Frank O'Malley, Steve Ross, Riley Russell and Shuhei Yoshida.



NOTES

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Computer Entertainment America, 919 East Hillsdale Blvd., Foster City, CA 94404. Shadow of the Colossus ©2005 Sony Computer Entertainment Inc.
Licensed for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A.
THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.